RemoteMark

1、Description

Remote communication and markup support for HoloLens 2 and mobile devices, similar to Microsoft's [Dynamics 365 Remote Assist](#)。
Project Contains XRChatSDK support UnityEditor, Windows, android, UWP. Supports multiple video types: UnityCamera, device camera, Unity custom textures. Support VR, AR, MR Hololens video call.

2、Project Settings

1、 It is recommended to use 2019.4 or unity. 2019.4.17f1c1
2、 Player Settings->Other Settings ->Configuration->Scripting Runtime Version->.Net4.x
, Mono。

3、Server Database Setup

1、You need to install the MySql database to record account information.
2、Create a database name：chatsql   PassWord：123456

3、 Import account. dbf into the database

对象	account @chatsql (QWE) - 表			
Id	UserName	UserPwd	DeviceType	UserAvatar
8001	1	1	PC	
8002	2	2	Hololens	
8003	3	3	PC	(Null)

4、You can set the user profile picture，If the UserAvatar address is not set, the program uses the default avatar.
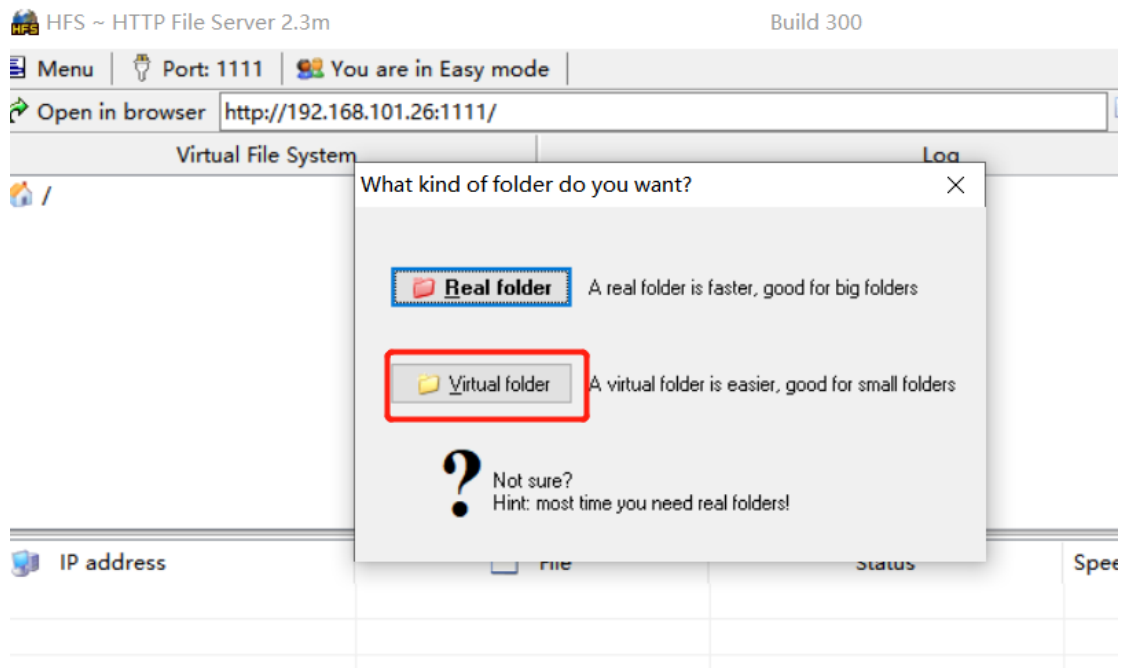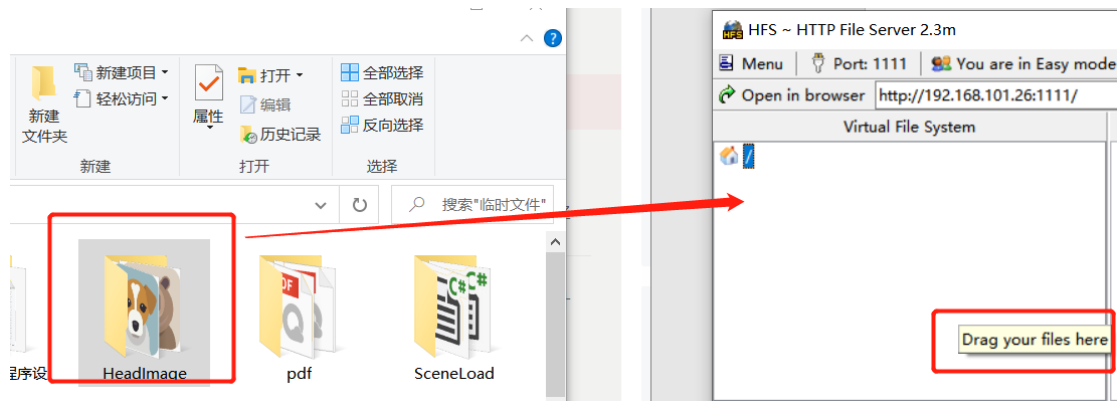
5、HFS.exe Already included in the folder.

Id	UserName	UserPwd	DeviceType	UserAvatar
8001	123	1234	PC	http://192.168.101.26:1111/HeadImage/1.png

4、XRChatServer.exe

1、config Setting


```xml
<?xml version="1.0" encoding="utf-8"?>
<configuration>
  <startup>
    <supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.6"/>
  </startup>
  <appSettings>
    <add key="MaxClient" value="100"/>
    <add key="TcpPort" value="6650"/>
    <add key="UcpPort" value="6680"/>
    <add key="RecordVideo" value="false"/>
  </appSettings>
</configuration>
```
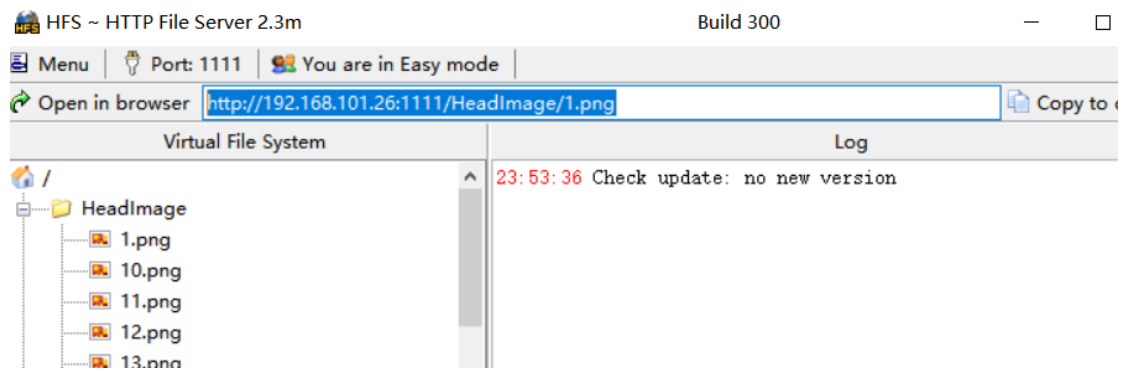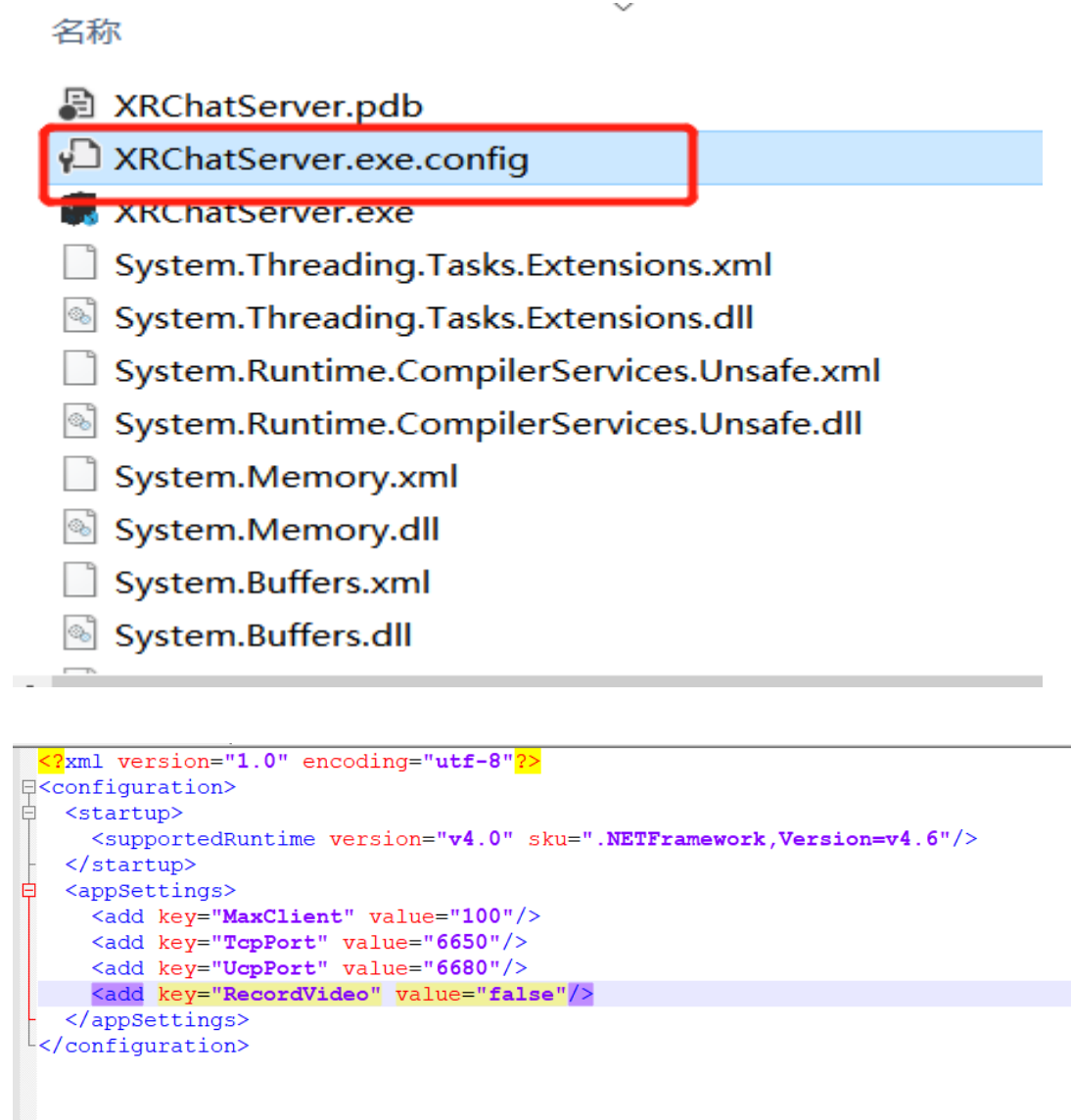
3、 RecordVideo :Whether to enable video call recording。 If enabled run ChatRecord.exe, The recorded Video will be saved in the Video directory. Can also be modified the file:Record\ ChatRecord_Data\StreamingAssets\ SavePath.txtCustomize the video save directory.
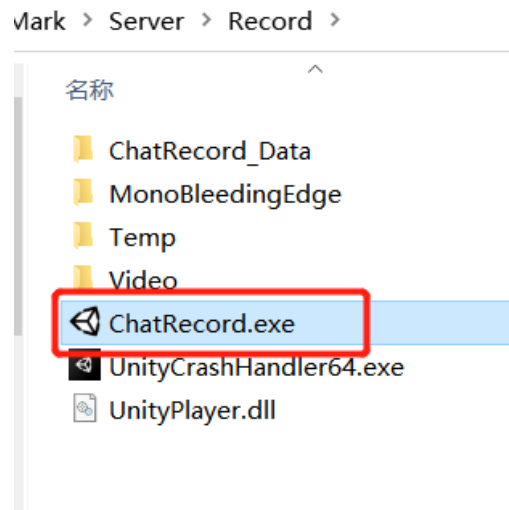
5、SDK Instructions

```
/// <summary>
/// Initialize audio
/// </summary>
/// <param name="index"></param>
void InitMic(int index = 0);
```

```
/// <summary>
/// Initialize video
/// </summary>
/// <param name="index"></param>
void InitVideo(int index = 0);
```

```
/// <summary>
/// Set Android Compatible
/// </summary>
/// <param name="enable"></param>
void SetAndroidCompatible(bool enable);
```

```
/// <summary>
/// 设置捕捉相机类型
/// </summary>
/// <param name="type"></param>
/// <param name="captureCamera"></param>
/// <returns></returns>
```

```csharp
bool SetVideoCaptureType(VideoType type, Camera captureCamera = null);

/// <summary>
/// 设置视频分辨率
/// </summary>
/// <param name="resolution"></param>
void SetResolution(VideoResolution resolution);

/// <summary>
/// 获取当前视频分辨率
/// </summary>
/// <returns></returns>
Vector2 GetResolutionSize();

/// <summary>
/// 设置视频质量
/// </summary>
/// <param name="quality"></param>
void SetVideoQuality(VideoQuality quality);

/// <summary>
/// 开始捕获音频和视频
/// </summary>
/// <returns></returns>
CaptureResult StartCapture();

/// <summary>
/// 停止捕获音频和视频
/// </summary>
void StopCapture();

/// <summary>
/// 获取当前音频数据包
/// </summary>
/// <returns></returns>
AudioPacket GetAudio();

/// <summary>
/// 获取当前视频数据包
/// </summary>
/// <returns></returns>
VideoPacket GetVideo();

/// <summary>
```

/// 解码音频数据包
/// </summary>
/// <param name="packet"></param>
void DecodeAudioData(AudioPacket packet);

/// <summary>
///
/// </summary>
/// <param name="packet"></param>
///
float[] DecodeAudioFloatData(AudioPacket packet);

/// <summary>
/// 解码视频数据包
/// </summary>
/// <param name="packet"></param>
///
Texture2D DecodeVideoData(VideoPacket packet);

/// <summary>
/// 修改 Texture 样式
/// </summary>
/// <param name="texture"></param>
/// <param name="format"></param>
///<param name="type">HorizontalMirror/VerticalMirror/Rotate90/Rotate180/Rotate270</param>
///
Texture2D ConvertTexture(Texture texture, TextureFormat format = TextureFormat.BGRA32, XRChatCore.ConvertType type = XRChatCore.ConvertType.None);

/// <summary>
/// 发送自定义 Texture
/// </summary>
/// <param name="tex"></param>
void UpdateCustomTexture(Texture2D tex);

/// <summary>
/// 添加额外的浮动数据到当前视频帧，远程标注中使用
/// </summary>
/// <param name="data"></param>
void AddVideoFloatData(List<float> data = null);

/// <summary>

```csharp
/// / Set up audio capture available
/// </summary>
/// <param name="enable"></param>
void SetAudioEnable(bool enable);

/// <summary>
/// Set up video capture available
/// </summary>
/// <param name="enable"></param>
void SetVideoEnable(bool enable);

/// <summary>
/// Switch device camera
/// </summary>
void SwitchCam();

/// <summary>
///   Set device front camera
/// </summary>
/// <returns></returns>
bool SetCamFrontFacing();

/// <summary>
/// Get the current volume of the peer
/// </summary>
/// <param name="id"></param>
/// <returns></returns>
float GetPeerAudioVolume(int id);

/// <summary>
///   Get peer videoInfo
/// </summary>
/// <param name="id"></param>
/// <returns></returns>
VideoInfo GetPeerTexture(int id);

/// <summary>
///   Get the current volume of the peer
/// </summary>
/// <returns></returns>
float GetSelfAudioVolume();

/// <summary>
///   Get self videoInfo
```

```
/// </summary>
/// <returns></returns>
VideoInfo GetSelfTexture();

/// <summary>
/// Start record audio
/// </summary>
/// <param name="limit">最大录音时间，超时自动停止</param>
/// <param name="onFinished"></param>
/// <returns></returns>
bool StartRecordAudio(int limit, XRChatCore.OnRecordFinished onFinished);

/// <summary>
///    Stop record audio
/// </summary>
void StopRecordAudio();

/// <summary>
///    Play record audio
/// </summary>
/// <param name="recordData"></param>
void PlayRecordAudio(byte[] recordData);
```

6、Contact

1053050442@qq.com